POPULOUS™

BY BULLFROG

ELECTRONIC ARTS®

BULLFROG BIOGRAPHY

Peter Molyneux
Peter is the backbone of the programming team and is an all round good egg. He masterminds the innovative technology used in most of our games and keeps track of all the projects currently on the boil. Peter's main interest is in the strategy aspect of our games; he's spent a long time building up a large library of routines for use in our planned range of strategically-based games.

Glenn Corpes
Glenn is our resident graphics and Atari specialist who originally joined our company to head our graphics team, but who now refuses to do any graphics because he prefers programming. Glenn's attitude towards work is to treat all suggested improvements to the game as totally impossible until nobody's looking. Then he sneaks away and does it.

Les Edgar
Les takes care of all the boring jobs that have to be done in the company, like getting up in the morning and writing out the pay checks. It's his job to keep the Team topped up with enthusiasm. He can often be heard saying, "Isn't that bloody thing finished yet?" Les's main interest in the company is bringing together all the different parts that go into making a brilliant game.

Kevin Donkin
Kevin programs computers. He's only happy when he's at a keyboard. Sometimes we have to bodily drag him away from cash dispenser machines. Kevin has done a lot of the unseen coding in our products; that's the stuff he tells us he's done, but can never be found.

Andy Jones
Andy does a lot of our graphics work, like creating impossible levels and strange looking characters. These are generally based on hallucinations he's had while listening to incredibly loud heavy metal music. Andy's main interest is adding small details to the graphics in the games and spending a lot of time testing out new ideas as they pour forth from the Team.

Sean Cooper
Sean does all of our beta testing. He's the person who takes the stick for finding any bugs that may have slipped past the Team.

Dave Hanlon
Dave writes most of the music for our games and complains when we only allow him 256 bytes to put it in. Dave has been a musician for several years and uses a complex Amiga setup to produce his excellent results.

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AS A DIVINE BEING...

you have a group of followers from whom you derive your power. The more followers you have and the greater their achievements, the more power you wield. Unfortunately, there is another group of people who follow a different deity. Since there is barely enough room in the world for your own magnificence, you must rid yourself of the opposition. To do this, you must use your great power to alter the face of the world so your devout followers can crush the misguided.

LOADING THE GAME

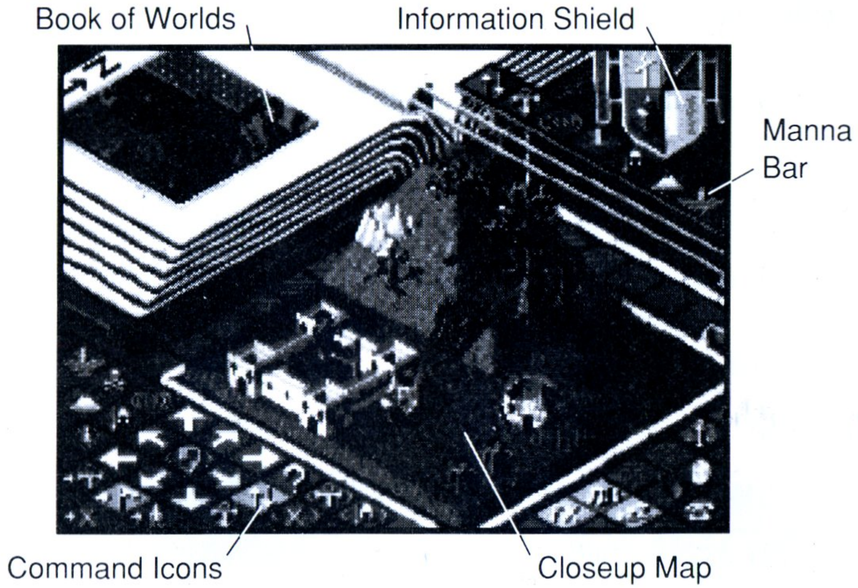
FOR THE AMIGA:

You will need to have a blank, formatted disk handy in case you later want to save your game.

1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3 at the prompt.)
2. When you're asked to insert your Workbench disk, insert the Populous disk instead. Double click on the Populous disk icon.
3. When you see a picture of a hut, double click on the picture to continue.
4. Next you see three options: TUTORIAL, CUSTOM, and CONQUEST. Click on the option you want.

If you do not choose an option right away, your title screen is replaced with a demo and the program credits. To return to the title screen and your options, click the left mouse button.

GAME PLAY SCREEN



This screen contains all the tools you'll need to impose dominion over any world. The screen is divided into five parts: Book of Worlds, Manna Bar, Closeup Map, Information Shield, and Command Icons.

Book of Worlds: This shows you the entire world you're trying to conquer.

Manna Bar: The Manna Bar shows a series of icons that are your Divine Intervention icons. You have the power to invoke any command to the left of the arrow.

Closeup Map: This is the area of the world you can directly influence using many of your Command icons.

Information Shield: The shield can give specific information on the Good and Evil populations.

Command Icons: These icons let you control game play.

TUTORIAL

For an overview of the major functions and strategies of Populous, follow the steps of this tutorial.

Note: *Right-click* means to click the right mouse button; *left-click* means to click the left mouse button. When it doesn't matter which mouse button you press, *click* will be used. *Select* means to left-click on an option.

- ❑ Select **Tutorial** on the title screen once the game loads. The tutorial begins in Pause mode to give you a chance to look around before things start happening.
- ❑ On the open page of the Book of Worlds is a small map of the entire world that you want to conquer. The crosshair shows you what area is being displayed on the Closeup Map. The red dots are Evil walkers, and the dark grey dots are Evil settlements. The blue dots are Good walkers, and the white dots are Good settlements. Light grey dots are rocks. Click on any spot on the Book of Worlds to view that immediate area on the Closeup Map.
- ❑ Left-click on the Zoom to Leader icon <☥>. This displays your leader on the Closeup Map; he's the one carrying an ankh (since you are Good). Your leader is vital to the control of your people since he's the central figure of your population. (Your leader might be inside a building, which will have the ankh attached to it.)
- ❑ Let's locate the leader of the Evil population. Find some red dots on the Book of Worlds; these are Evil walkers. Click on a red dot to view enemy territory. The Evil leader carries a skull with him. Once you find him, select the Query icon ? and your cursor becomes a shield. Position this shield on the Evil leader and click. When you do this, you "tag" him with the shield. (The Evil leader might be inside a building, which has the skull attached to it. Tag the building with the shield, and when the leader leaves the building, the shield will stay with him.)
- ❑ To check on the enemy leader's power, look at the Information Shield at the top right corner of the screen. The lower right quadrant of the Information Shield contains two colored bars. The higher the level of

orange on the bars, the stronger the walker. Yellow represents an even stronger character. You can find more details on the Shield and its contents in the *Information Shield* section.

- ❑ Go back to your leader by left-clicking on the Zoom to Leader icon. Now it's time to work on the landscape. Click on the Pause icon zZZ to start the action. Notice how the people begin to move (instead of walking in place) and build structures.

- ❑ Now you're going to do some landscaping. Click on the Raise and Lower Land icon ; this turns your cursor into a hand pointer. You're going to flatten out a piece of land so your people can build. As you move the hand pointer over the Closeup Map, a crosshair jumps from point to point. This is the point of land that will be affected. Left-click to raise the land; right-click to lower the land. Try to create a flat area. Once you do, nearby people expand settlements on the flattened area. The more flat land you make around a settlement, the more crops they can grow and the more advanced they become. Note: You can only raise or lower land when there are people or settlements on the Closeup Map.

- ❑ Click on the Zoom to Shield icon < > to see what the Evil people are doing. Like you, they're going to build as much as they can so their population can grow.

- ❑ Click on the Place Papal Magnet icon ; you should see an ankh with a small arrow followed by a crosshair. Place the crosshair at the bottom corner of an evil building and left-click. This should place your papal magnet in that building.

- ❑ Now click on the Go to Papal Magnet icon ⇒ . Your people will now walk toward your leader as he treks to the papal magnet.

- ❑ Go back to your leader by clicking on the Zoom to Leader icon <>. Follow him by scrolling the Closeup Map with the Directional icons . As he walks along, people join up with him (they bump into him and disappear, giving the leader their strength).

- ❑ When your leader gets halfway to the papal magnet, click on the Settle icon ⇒ . Your people will search for the nearest flat land and build. Raise and lower land as necessary to help them build. Your leader is in the building with the ankh next to it.

- ❑ Check the Manna Bar. If the pointer is to the right of the Knight icon on the Manna bar, click on the Knight icon *at the bottom of your Game Play screen*. Your leader turns into a knight and the building disappears (if your leader was in a building). Your knight is not under your control; he's a fighting machine who will destroy everything in his path.

- ❑ Click on the Zoom to Knight icon < > to find out how your knight is doing. If he has reached an enemy settlement, he should be cutting a path of destruction. When a knight destroys a building, he also destroys the land surrounding it, as shown by the "patchwork" land that remains.

- ❑ Now that you no longer have a leader (he became a knight), click on the Go to Papal Magnet icon so your walkers again walk toward the Papal Magnet. The first walker to touch the papal magnet becomes your new leader. Remember, this new leader will carry a miniature ankh.

- ❑ Once you have a new leader, click on the Settle icon so your people can start cultivating land again. Help your people by raising and lowering land as necessary. Creating usable land for your people is a vital part of the game. If your population doesn't grow, neither will your power.

- ❑ Find an area that the Evil people have covered with their buildings. If you have enough power to use the Earthquake icon , click on it and watch the hapless Evil settlements shake to the ground. Instant destruction!

- ❑ Click on the Go to Papal Magnet icon so your leader resumes his trek into enemy territory. When your people get into enemy territory, click on the Fight then Settle icon ⇒ to make your people attack the enemy and then build houses (if your people are strong enough to beat the enemy in battle).

You now have a basic idea of how to play Populous. It's a process of building up your population while destroying your opponent's population. When you're ready for a game, click on the Game Setup icon , and then select **Conquest**. Soon you'll wonder why you haven't mastered the universe long ago!

CONQUEST

When you choose Conquest (either from the Game Setup screen or the title screen), you're taken to Genesis. This is the first and easiest world for you to conquer. You're first shown a brief description of the world and your enemy's capabilities. If you want to fight for Genesis, select **Start Game**. Once you've conquered Genesis, you're taken to another, more challenging world.

If you've played Populous before, and have conquered many worlds, you can go directly to any of the worlds you've previously visited. Select **New Game** and then type in the name of the world you want to conquer. Then select **Start Game** to begin.

CUSTOM

When you select Custom you can change the parameters of a world before you attempt to conquer it. If you select Custom from the title screen, you're taken to a random world which you can modify. If you select Custom on the Game Setup screen, you can modify your current world. Choosing Custom takes you out of Conquest mode, and you can't resume the Conquest series of worlds without restarting by selecting **Conquest**.

In Custom mode, you're free to change all of the game parameters as well as design your own world. Use the Paint Map option (see *Command Icons* for details) to create the surface of your custom world. Then select **Game Options** to change the laws by which your world exists; e.g., whether water is fatal, swamps bottomless, etc.

If you don't like the changes you've made, select **Restart Map** to restore the world to its original form. Or if you want a completely different world, select **Move to Next Map** for a new random world for you to modify.

When you're satisfied with your new world, select **Play Game** and then **OK**. When your world appears, click on the Game Balance icon ⚖ (see the *Command Icons* section for details) and decide which powers you and your opponent can have. Then select **OK**. Now you're ready to battle for dominion over your own custom world.

CLOSEUP MAP

☞ Use the icons described in the *Command Icons* section to affect the Closeup Map.

Here are the things you can see on your Closeup Map:

- **Papal Magnet** — The papal magnet is your sacred symbol. If you're Good, the papal magnet is an ankh. If you're Evil, it's a skull. The papal magnet is the focal point through which you control your followers.

- **People** — There are three types of people in Populous. To find out the status of a character, use the Query icon to tag him with the shield.

  Walkers: Walkers are your primary population. Walkers do whatever you tell them: follow the papal magnet, fight the enemy, settle in an area, etc. Use the Influence Behavior icons (described in the *Command Icons* section) to tell them what to do. When two walkers of the same faith bump into each other, they combine to make one stronger walker. The strength of this new walker depends on the strength of the original two walkers and how advanced they were.

  Leader: You can only have one leader at a time. This is the first walker to touch the papal magnet; he's identified by a miniature version of the papal magnet. Think of him as your high priest.

  Knight: If you have enough energy, you can turn a leader into a knight. Knights are fighting machines. They look for the nearest enemy settlement, kill whoever is there, and burn it down. The knight will continue to systematically destroy enemy settlements and people until he's killed.

  Although a knight has many times the strength of a leader (from whom he came), there are still strong knights and weak knights. A knight gradually weakens with each battle, and a knight can die quickly when greatly outnumbered. You can have as many knights as you have the strength to make.

- **Miniature Papal Magnet** — A miniature papal magnet (the ankh or the skull) is always attached to your leader so you can identify him.

- **Settlements** — Once a walker settles, he builds a structure and plants crops. Your population growth is *strictly* governed by the number of crop fields you own on the world. The larger the number of contiguous crop fields, the larger the structure built by the settlers.

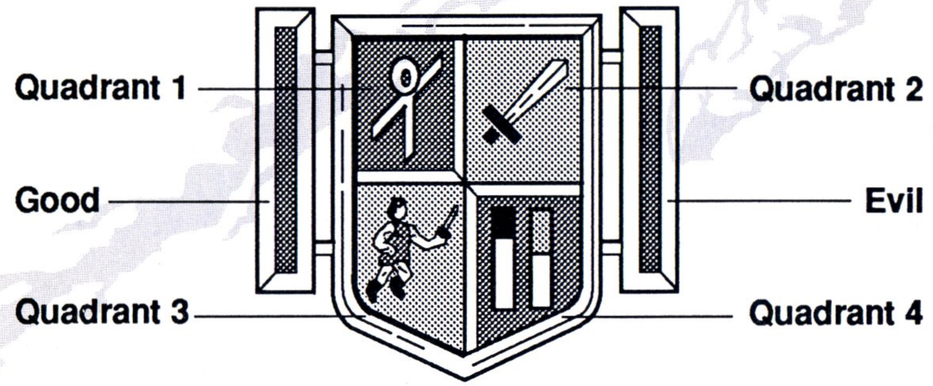
  Settlements range from primitive huts to intricate castles. Castles are erected in areas of at least 5x5 contiguous fields. Castles increase your population the quickest, but they also take the longest to fill. Walkers, your ever-important pioneers, will not emerge from a settlement until it is full. (Use the Query icon to determine the size of the population in a settlement by tagging the flag of the settlement with the shield.) As long as walkers do not emerge, you'll have no one searching for new flat lands to settle on. You must decide what your status is and what's the best move to make.

- **Terrain** — Terrain varies from world to world. Worlds range from hot deserts to frozen tundra; sometimes surrounded with water, sometimes lava. Often the terrain is littered with rocks, trees, and the rubble from destroyed settlements, all of which hinder your population's efforts to use the land. Each terrain type affects game play in different ways. For instance, walkers die faster in the desert, while populations increase slower on ice worlds.

INFORMATION SHIELD

☞ Use the Query icon described in the Command Icons section to assign the Shield.

Here is an explanation of all the parts of the Information Shield:



Quadrant 1 — This shows which side the information is for: ankh for Good, skull for Evil.

Quadrant 2 — The more primitive the settlement, the more primitive the weapon that the walkers carry. A fist or a club is primitive, while a crossbow or a sword is more advanced. Expect larger settlements to be more advanced.

Quadrant 3 — This is the subject that the shield is attached to: walker, settlement, or combatants.

Quadrant 4 — The information here depends on the subject:

If you're viewing a settlement, the left bar (yellow) represents its size/strength and defensive value compared to a full castle. The right bar (green) shows how close the settlement is to creating a new walker.

If you're viewing a walker, the bars represent the strength of the walker. There are three bars representing a walker's strength; only two of these bars are shown at any one time. Each time the right orange bar fills up, the left orange bar increases one notch and the

right bar empties. When both the orange bars fill up, the display switches to show you a yellow bar and an orange bar; these work in a similar manner except they are now higher in value. Think of the three bars as representing a number with a ones place, a tens place, and a hundreds place, where the yellow bar represents the hundreds place. A walker with a full yellow and orange bar is one tough walker.

If you're looking at someone in combat, the bars show the relative strengths of the two combatants. Blue is the strength of Good; red is the strength of Evil.

The large blue and red bars on either side of the shield represent the populations: blue for Good, red for Evil. The higher the level, the higher the population.

A small shield icon stays attached to your selected walker or settlement to remind you what the Information Shield represents. If a walker with a shield enters a building, the shield transfers to that building. If a walker leaves a building, the shield transfers to that walker. If a walker dies, the shield vanishes. If he dies in combat, the shield transfers to his opponent.

COMMAND ICONS

Use these icons to control game play. To activate a command, click on the icon. When a command is on, the square is highlighted.

Direction and Object Icons

These commands let you control the movement of your Closeup Map and find out information on that map.

Directions
Click on any of the Direction icons to scroll the Closeup Map in the direction of the arrow. You cannot scroll off the edge of the world. You can use your numeric keypad in place of the direction icons, but the keypad response is slower.

Query
Selecting this icon turns your cursor into a shield that you can use to find out information about people or settlements. To do so, point with the top left corner of the shield at a walker or at a flag flying by a settlement, and then left-click. The Information Shield now fills with information on that walker or settlement. For a complete description of the Information Shield, see the *Information Shield* section.

Divine Intervention Icons

These are the same items that are shown on your Manna Bar. Click on the Command icon to activate the option. Which options you can execute depends on the amount of energy you have; you can perform any divine intervention that is to the left of the arrow marker. Remember that each of these actions require you to use manna. Each time you use manna, the marker drops to the left.

☞ Each of the following options are available unless you turned it off under Game Setup.

Raise and Lower Land
This is the default selection. Move the cursor over the Closeup Map and a crosshair follows it. Left-click to raise the land one increment; right-click to lower the land one increment. The land is affected at the point where the crosshair is positioned. You must have a walker or a settlement (depending on which you chose under Game Setup) visible on the Closeup Map for this to work.

Place Papal Magnet
This lets you place your papal magnet (an ankh for Good or a skull for Evil) anywhere on the Closeup Map. The papal magnet acts as a beacon for your followers. They will head toward it anytime you tell them to.

Click on the Place Papal Magnet icon and your cursor becomes a small papal magnet with an arrow. Click anywhere on the Closeup Map to place it, and the papal magnet moves to the new location.

You must have a leader to relocate the papal magnet. The first walker to touch the papal magnet becomes your leader. If your leader dies, the papal magnet moves to the spot where he died.

Earthquake
This shakes up the area in the Closeup Map, often destroying buildings and drowning people. Be sure not to devastate your own people or settlements.

Swamp
This creates a swamp in any flat area (it won't work on a slope) and destroys crops planted in that area. Click on the Swamp icon and your cursor becomes a small swamp. Click anywhere on the Closeup Map to swamp the landscape. Anyone falling into the swamp will drown. If you selected the "swamps bottomless" option under Game Setup, the swamp remains after it swallows somebody. If you selected "swamps shallow," the swamp disappears after someone falls into it. The only way to get rid of a swamp is to bury it by raising the land or dig it out by lowering the land.

Knight
This turns your leader into a knight. As a knight, he looks for the nearest enemy settlement, kills whoever is there, and then burns it down. The knight will continue to systematically destroy the enemy until he's killed. You can have as many knights as you have the manna to make.

Although a knight has many times the strength of a leader, there are still strong knights and weak knights. A knight will die when greatly outnumbered in battle.

Remember, when you knight your leader, you no longer have a leader. Be sure to have a walker touch the papal magnet to get a new leader.

Volcano
This raises the area in the Closeup Map to a considerable height, destroying settlements and creating rocks over the affected area. You need a great deal of time and energy to repair the effects of a volcano. In order to get rid of rocks, you must remove terrain until you get down to water; then you can rebuild.

Flood
Raises the sea level one increment over the entire landscape. If water is set on "fatal" under Game Options, every walker caught in the deluge will die. If not, you have the chance to work quickly to save your drowning population.

Armageddon
Both papal magnets are moved to the center of the world, and both populations uproot their homes and head toward the magnets, building land if necessary to cross water. Once there, they fight until one side is obliterated.

Once you select Armageddon, you cannot alter the flow of events in any way. Make sure your population heavily outnumbers your enemy's before invoking this command.

Influence Behavior Icons

Use these commands to control your followers. Click on the icon to activate the option.

Go to Papal Magnet
This makes your walkers join your leader as he goes to the papal magnet. If you don't have a leader, your walkers head directly for the papal magnet, and the first one to touch it becomes your new leader.

Settle
This commands your walkers to look for unsettled flat land. Once there, the walkers build the largest settlement they can.

Gather then Settle
This makes your walkers look for other walkers. When a walker bumps into another walker of the same faith, they turn into a single, stronger walker. If no other walkers are in the immediate area, the walkers just settle.

➔ ✕ **Fight then Settle**
Tells your walkers to first look for enemies to attack, and then settle. If no enemies are in the immediate area, the walkers just settle.

Zoom Icons

These commands let you go straight to a particular subject on the map. Each time you go to a new subject, the Information Shield shows information on the subject that you asked to see for about three seconds. After that, the Information Shield goes back to showing information for the *shield bearer* (that's the walker or settlement that *you* put the shield on by using the Query icon). If you don't have a shield bearer, the Information Shield is blank.

< ☥ > **Zoom to Leader or Papal Magnet**
Left-click on this icon to show your leader on the Closeup Map. If you have no leader, you'll go to the papal magnet instead.

Right-click to view your papal magnet on the Closeup Map.

< ♞ > **Zoom to Knight or Settlements**
Left-click to show your knight on the Closeup Map. If you have more than one knight, left-click repeatedly to cycle through all your available knights. If you have no knights, nothing happens.

Right-click repeatedly to cycle through all of your settlements.

< ✕ > **Zoom to Battle**
Left-click repeatedly to see each battle. If no battles are taking place, nothing happens.

< ⛊ > **Zoom to Shield**
Click to show the walker or settlement currently carrying the shield. Nothing happens if you haven't assigned the shield to a walker or settlement. To assign the shield, use the Query icon.

Game Control Icons

These commands let you set general game play options.

FX **Sound Effects**
Turns the sound effects on or off. The beating you hear represents your heartbeat. The slower the beat, the stronger you are.

♫♩1 **Music**
Turns the music on or off.

zZZ **Pause**
Pauses or resumes the game.

Game Setup
Click on this icon to bring up your game play options. Next to each of the following options is a square button. To turn on a button, click on it.

❑ When the button is out, the option is off.
☐ When the button is in, the option is on.

Note: When you're in Conquest mode, there are many options you can't select. Select **Custom** to change these options.

One Player — Play against the computer or watch the computer play against itself.
Two Players — Play against another player via modem or datalink. See the *Two Player Game* section for complete details.
Play Game — Select this and then select **OK** to start the game.
Paint Map — This puts the game in paint mode. When you use this option, the game pauses and your Raise and Lower Land icon is activated. When you move the cursor over the Closeup Map, a crosshair follows. You can alter an area where the crosshair indicates by press-

ing different keys. Here is a listing of the keys you can press:

F1	Place a Good walker.
F2	Place an Evil walker.
F3	Place a tree or a plant; press **F3** again on the same spot to cycle through the selection of trees and plants.
F4	Place rocks; press **F4** again on the same spot to cycle through the selection of rocks.
F5	Remove an object or walker from the screen.
F6	Increase Good's manna.
F7	Increase Evil's manna.
F8	Mirror the landscape (make symmetrical).
Del	Remove all the land from the world, leaving only water.
Shift-F1	Place the Good leader.
Shift-F2	Place the Evil leader.
Shift-F6	Decrease Good's manna.
Shift-F7	Decrease Evil's manna.
1	Grass terrain
2	Sand terrain
3	Ice terrain
4	Ash terrain (and lava instead of water)

You can also use volcanos and earthquakes to quickly modify your land.

Good — You control the Good population.
Evil — You control the Evil population.
Human vs Computer — You play against the computer.
Computer vs Computer — The computer battles itself. You still must pick a side; this is the side whose actions you can affect if you choose. Although the computer is set to fight itself, you can intervene at any time. Just issue a command the same way you would in a regular game. The computer moves pretty fast, so don't be surprised if you move the papal magnet and the computer immediately moves it somewhere else.
Conquest — Play the Conquest game. This brings up the World to Conquer requester. Select **Start Game** to accept the current world or select **New Game**, type in another name, and press **Return**. You won't know the names of other worlds until you win and advance through the Book of Worlds.
Custom — Play a Custom game. Choose this if you want to create your own maps or experiment with the various options. See the *Custom* section for details on creating a custom game.
Game Options — This brings up a requester with six options. The option you choose affects *both* players:

Water is fatal/harmful. "Water is fatal" automatically kills everybody in water (usually after a flood); "water is harmful" gives you the opportunity to save people that are treading water by raising land beneath them.
Swamps shallow/bottomless. After one walker falls in a "shallow" swamp, the swamp disappears. "Bottomless" swamps don't disappear after a walker falls into it.
Can/Cannot build. With "cannot build" selected, neither side can raise or lower terrain. This overrides the following two build options.
Build up and down/Only build up. "Build up and down" lets you add and remove terrain. "Only build up" means you can only add terrain.
Build near people/towns. "Build near towns" means you can only build when the flag of one of your settlements is on the Closeup Map. "Build near people" means you can also build when one of your walkers is on the Closeup Map.

Save a Game — First replace the Populous disk with a blank, formatted disk. Then select **Save a Game.** This brings up a save game requester, which catalogues the disk and lists any saved games. Click in the File Name box and type in the file name, then press **Return**; or click on a file name from the list. Click on the Save box to save the game to disk. If you're using a second drive or want to use a directory other than the root directory, then click on the Directory box and type in that directory. Once the game is saved, you are prompted to return the Populous disk to the drive.

Load a Game — First replace the Populous disk with the disk your saved game is on. Then select **Load a Game.** This brings up a load game requester, which catalogues the disk and lists any saved games. Click on the File Name box and type in the file name, then press **Return**; or click on the name from the list. Click the Load box to load the game. If you're using a second drive or want to use a directory other than the root directory, then click on the Directory box and type in that directory. Once the game is loaded, you are prompted to return the Populous disk to the drive.

Move to Next Map — This brings up a random map you and your opponent can fight over. The map is unrelated to those in your Conquest series. Selecting this option while in Conquest mode is equivalent to selecting Restart This Map.

Restart this Map — This starts the game over again for the current map. It starts with the original map; any alterations that you've made with the Custom option do not appear.

Surrender this Game — In Conquest mode, this lets you surrender the game. You must replay the world again before you can continue to the next world. In all other modes, Surrender This Game lets you quit the current game and go to a new world.

Game Balance

Left-click to bring up the options for Good; right-click to bring up the options for Evil. You can make each of the following options available or unavailable by clicking on the square next to it:

☐ When the button is in, the option is available.
❑ When the button is out, the option is not available.

Can modify land
Can attack towns
Can attack leader
Can use earthquakes
Can use swamp
Can use knight
Can use volcano
Can use flood
Can use Armageddon

At the bottom of the screen are the settings for Aggression and Rate. Click anywhere inside the bar to reset the level.

Aggression. The higher the setting, the more aggressively the computer attempts to invade your land. Aggression has no effect on a human player since you obviously can't dictate how aggressively he plays.

Rate. This sets the rate of how quickly population grows in settlements. The higher the setting, the faster the population proliferates and gains energy. The computer is almost impossible to beat when its rate is set to maximum.

Select **OK** to accept these options and to continue with the game.

Send Message

If you're playing a two player game, either by modem or datalink, use this to send messages. Choosing this icon brings up a requester; type in the message you want to send to the other player (up to a maximum of 20 characters) and press **Return**. A similar requester containing the message appears on your opponent's screen. See the *Two Player Game* section for more details on playing against a human opponent.

TWO PLAYER GAME

There are two ways to play against a human opponent: using a modem to connect to a remote player, or using a null modem cable to connect the serial ports of two computers (this is "datalink mode").

Because the format of the information exchanged between the two computers is fixed, you can play against an opponent who is playing Populous on a different kind of computer. The speed of the game is related to the baud rate, so setting a higher baud rate makes the action proceed more quickly. To play in Two Player mode, both players need original copies of Populous.

Connecting in Datalink Mode

1. Get a null modem cable. You can probably find one at your local computer store.
2. Disconnect both machines from their power supplies.
3. Connect the cable between the serial ports of the two computers.
4. Reconnect both machines to their power supplies.
5. Load the game on both machines and select **Custom**. When the Game Play screen appears, click on the Game Setup icon, and then select **Two Players**. You'll see the Two Player mode requester. The default baud rate is 9600.
6. If you want to use a different baud rate for the two computers, click on the Baud Rate box; a flashing cursor appears. Backspace over 9600, enter a new baud rate (do not use commas), and press **Return**. The baud rate must be the same for each computer. For identical computers, use the fastest baud rate possible (i.e. 19200 for two Amigas). For two different computer types, determine the highest baud rate for both computers; then choose the *lower* value of the two. See your modem manual for details on baud rates. A good value to use is 9600 — most computers support this rate.
7. Now skip forward to "Starting the Two Player Game."

Preparing Modems in Voice Mode

If you *and* your opponent can plug phones into your modem, then you can connect in voice mode.

1. Find a modem opponent.
2. Disconnect both machines from their power supplies.
3. Connect the modem's serial cable to the computer.
4. Connect the modem to the phone line; your phone should be connected to the modem.
5. Reconnect the power supply to each machine.
6. Call your friend on the phone and load the game on both machines. Select **Custom**.
7. When the Game Play screen appears, click on the Game Setup icon, and then select **Two Players**. You'll see the Two Player mode requester. Select **Datalink** and it changes to "Modem."
8. A text input box appears above the Baud Rate that says "Send Login." You also see a new button that says "Full Serial Checking." Don't worry about these for now.
9. The default baud rate is 9600. To enter a different baud rate for the two modems, click on the Baud Rate box and a flashing cursor should appear. Backspace over 9600, enter a new baud rate (do not use commas), and press **Return**. Set the baud rate the same for each modem. Determine the highest baud rate available for each modem; then choose the *lower* value of the two. Typical baud rates are 300, 1200, and 2400. See your modem manual for details on baud rates.

You can use the Send Login box to send commands to your modem. To establish a data connection between the two computers (if you're talking on the telephone), click in this box. *One* player should type **ATA** and press **Return**. This makes his modem send a carrier. When the other player hears the carrier, he should type **ATD** and press **Return**. Once the CD light on the modem (if it exists) lights up, the connection is established and both players can put the phone down. If you don't have a CD light, wait a few seconds before putting the phone down. Now skip forward to "Starting the Two Player Game."

Preparing Modems in Non-Voice Mode

If you or your opponent can't plug a phone into your modem, then you need to have your modems make the call and establish the connection.

1. Set the baud rate to that of your modem. Click on the Baud Rate box and a flashing cursor should appear. Backspace over 9600, enter a new

baud rate (do not use commas), and press **Return**. Set the baud rate the same for each modem.

2. One player must set his modem to "Auto Answer." To do this, click on the Send Login box, type **ATS0=1,** and press **Return**. This modem will now answer the next incoming call and attempt to establish a connection with the other computer.
3. The other player makes the call by clicking in the Send Login box and typing **ATDT**[*phone number*] and pressing **Return**. If you need to dial with a pulse phone, use **ATDP** instead of **ATDT**. Now the computer will dial the phone number and attempt to connect with the other computer. If you have to redial, click in the Send Login box (so the cursor appears at the end of the phone number) and press **Return**.
4. Once the modems are connected (you will hear a squeal), click in the Connect Me box.
5. Now skip forward to "Starting the Two Player Game."

Starting the Two Player Game

First decide who is Evil and who is Good (there is no advantage to either). If you want to be Evil, click on the button next to "I Am Good" and it changes to "I Am Evil." Unless you use a saved game, both players start on the landscape which the Evil player is currently using. The game options are the same on both machines; the options set for Evil are the ones *both* players use.

Two features are disabled in the two player game: Loading a Game and Conquest mode. Messages are also sent to your opponent if you've changed any of the game options or if you've entered Paint Map mode.

Establishing the Data Connection

To connect, click on the **Connect Me** button on both computers. A requester shows that the computer is trying to connect. "Received Game" flashes briefly on the screen, and then the game starts.

Using a Saved Landscape

If you want to use a saved landscape, both players must have a copy of that landscape. If you're playing with two identical computers connected via datalink, just swap the disk from one computer to the other. Put the disk containing the landscape you want to use into the drive and select **Use This Landscape**. Use the file requester that appears to select the landscape and load it. If you're playing via modem or with two different computers, you'll have to first transfer the landscape file over your modem to the other computer using terminal software if both players do not have the same landscape saved to disk.

If you use the normal Populous maps, one player may have a slight advantage because of the terrain his population initially occupies. This inequity evens out over many games. If you want to play on equal terrain, create your own map using the Paint Map mode (see the "Paint Map" on page 15 for more details), and then choose **Mirror The Landscape**. This lets you create landscape that's symmetrical.

Using a Saved Game

If you want to use a saved game, both players must have a copy of that game. Since the Load a Game option is not available in Two Player mode, a game can be loaded as a landscape. Select **Use This Landscape** as described above, and select the name of the saved game instead of a landscape. You will then be able to continue the game where you left off.

Computer Assistance

If you're an inexperienced player, you may want computer assistance. To play alongside the computer, click on the Game Setup icon to bring up the Game Setup options, and then select **Computer vs Computer** (e.g. Amiga vs Amiga). The computer will now help you play against your opponent over the modem.

Pausing

Click on the Pause icon to pause both players' games. This can confuse your opponent if he doesn't notice the illuminated Pause icon. When you play, keep an eye on this icon.

Communicating with your Opponent

You can send a message to your opponent by clicking on the Send Message icon at any point during the game. This brings up "Send a Message." Type your message in the box and press **Return**. The game pauses until your opponent reads the message and selects **OK**.

You can also talk to your opponent on the phone after a game has begun. Click on the globe to get the Game Setup menu and then select **Load Game**. You'll both see the message "Pick Up Phone" — both of you should

pick up the phone at this point. If it's hard to hear your opponent, type **ATH** in the Send Login box and press **Return**; this turns off the modem's carrier. (Note: If your opponent hasn't picked up the phone at this point, the phone connection will be lost.) To re-establish the link after talking, one player must type **ATA** and the other must type **ATD** in your Send Login boxes. Then you can proceed as described above in "Starting the Two Player Game."

Game Over
After somebody wins, you'll see the Game Lost or Game Won information. To continue with the next game, both players must select **Next Game**.

Possible Communication Problems
If you're using a modem and you get the message "He's Trying To Be Evil/Good" even after you've tried selecting both the I AM GOOD and I AM EVIL options, your modem has not established a connection to the remote modem. Your modem is merely echoing back to your computer whatever selection you made. You can stop the echoing by typing **ATE0** in the Send Login box, but to fix the problem you have to redial your opponent.

During communication, the program checks the data to see if it has been corrupted. If it is corrupted, it sends the same data a few more times before giving up and informing you that there is a Serial Checksum error.

If you only have a low-speed modem, it's possible to increase the speed of the game by switching off this checking altogether. To do this, select **Full Serial Checking** and it changes to "No Serial Checking." Even in this mode, the program checks every couple of seconds to see that the landscapes have not gone out of sync. By turning off serial checking, you run a greater risk of having your data get corrupted. If this happens, you are informed that there is an Incompatible Landscape error. Both players should select the same Serial Checking mode.

Mouse Response Time
Playing in Two Player mode is similar to One Player mode. You may notice at low baud rates a very slight delay between clicking your mouse and seeing the results. This can be a little frustrating if you're used to the fast response of higher baud rates or the one player game. To overcome this problem, don't move the mouse until the mouse click has activated your command.

Messages in Two Player Mode

CHECKSUM SERIAL ERROR
The data being sent between the two machines has become corrupted. This may be due to a damaged lead in datalink mode or a bad line in modem mode. The game pauses and each player should save the game. Reconnect using that saved game and a different line.

INCOMPATIBLE LANDSCAPE ERROR
You get this message when the landscape is in any way different on each machine — this means the machines are out of sync. This error only happens when you turn off error checking to speed up data communication. If this error occurs, the game is paused and each player should save the game. Because these two games are out of sync, one of you should make a copy of your game and give it to the opponent. This way you can resume the game with the same version — one that's not out of sync.

MESSAGE FROM GOOD/EVIL
Select **OK** after you read the message.

OTHER PLAYER HAS SWITCHED TO ONE PLAYER MODE
You're also placed in One Player mode.

OTHER PLAYER HAS SELECTED PAINT MAP
The other player has gone into Paint Map mode. You're now also in Paint Map mode and are free to alter the landscape.

OTHER PLAYER HAS TURNED ON/OFF COMPUTER ASSISTANCE.
This means the other player has turned the computer player on or off. If he turned it on, the computer will assist him.

OTHER PLAYER HAS CHANGED HIS GAME OPTIONS
The other player has changed his game options.

OTHER PLAYER HAS CHANGED YOUR GAME OPTIONS
The other player has changed your game options.

OTHER PLAYER HAS CHANGED THE GAME OPTIONS
The other player has changed options that affect the both of you.

OTHER PLAYER HAS SAVED HIS GAME DO YOU WISH TO SAVE ALSO?
Select **OK** to bring up the Save Game requester; select **Cancel** if you don't want to save.

OTHER PLAYER HAS CHANGED SIDE
You will both switch sides.

STARTUP SERIAL
You see this if the other player has selected Two Players from the Game Setup options. Pick up your phone and type **ATH** into the Send Login Box and press **Return** if you want to talk to your opponent.

Unnoticed Activities
You can do three things that won't make a message appear on your opponent's screen. If you want your opponent to know you're going to do any of these actions, use the Send Message option.

1. Move to the next map.
2. Restart the game. The landscape is cleared and the original map (before any modifications were made) is loaded.
3. Surrender.

QUESTIONS AND ANSWERS

Q Do I have to play all the worlds of Conquest in one sitting?
A No. You can save games at any time and load them later to continue. Just write down the names of the worlds you conquer so you can start from the last world next time.

Q Why do my people die as they walk around?
A Like real people, walkers grow tired from exhaustion and lack of vital supplies; eventually they die. Terrain makes a difference. A grassy and fertile landscape does less damage to a walker than hostile desert terrain.

Q How do I get a strong leader?
A You can increase the strength of your leader by selecting the Go To Papal Magnet icon, placing the papal magnet in a friendly castle, and waiting for the leader and his followers to arrive. The people will gather and combine with your leader to make him stronger. The side effect of this is that your lands will not expand since everybody is busy walking instead of settling.

Q Why do my lands keep getting cleared?
A Your lands can be emptied by incorrect use of the Go to Papal Magnet mode. If a situation arises that causes your people to leave their homes (like an earthquake or a volcano), they won't resettle since people don't settle in Go to Papal Magnet mode.

Q Why does the ankh jump when my leader dies?
A The papal magnet moves to the point where the leader dies or is knighted. You can't move the papal magnet from that spot until a new leader is created.

Q What do I do to land that's been burned by a knight?
A Raise and lower it so you can build on it again.

Q How do I remove a swamp?
A To remove a swamp, raise and lower that same point.

Q What effect do the rocks and trees have?
A Rocks and trees affect you by limiting the amount of land that can be used for crops. Some rocks disappear when you raise and lower them, others stay until you "drown" them in the sea (lower the land around them until you hit water, and then raise the land again).

Q How do I get people out of their houses to become walkers?
A You can get people out of their houses by decreasing the size of the usable land that surrounds a settlement (e.g. with a hill). This reduces the size of that house and the number of people that can live in it, therefore creating a walker.

Q Why should I build castles?
A Castles have three main things going for them: they produce people faster than any other type of building; they produce more manna than any other building; and they have the highest technology level of any building. The walkers fresh out from castles are the strongest around.

The problem with castles is that they take a large area of land to support them and they are so big that they take a long time to fill up to produce one of these tough walkers. Different landscapes have different advantages and disadvantages, so the benefits of a castle may not apply on certain landscapes.

Q What does the shield do?
A The shield provides you with details about the various people and buildings. The shield also lets you gauge how strong your attacker is compared to a defender. The bars in Quadrant 4 of the shield shows the balance of power during battles, with the blue (Good) and red (Evil) bars showing relative strength. See *Information Shield* for details.

Q Why can't I lower land?
A There is an option under Game Options that only lets you raise land. There's also a mode that allows no building at all. It's also possible that you just don't have enough manna to build.

Q Why can't I build?
A There are a number of possible reasons: you may not have enough manna, you may have selected "Build near people" and not have a walker on the Closeup Map, or you may have the "Cannot build" option switched on.

Q Why can't I raise land without flags?
A You may have the "Cannot build" option on, or you may not have enough manna.

Q Why can't I use a divine intervention command like earthquake, volcano, swamp, etc.?
A You may not have enough manna to use the command. Check the Manna Bar; you can only use the effects to the left of the arrow marker. Another explanation is that the particular option may be turned off for this game.

Q Why can't I knight somebody?
A To create a knight, you must have a leader ***and*** enough manna to use the effect.

Q How do I make a new leader?
A To create a new leader, you must get a walker to touch the papal magnet. To do this, click on the Go to Papal Magnet icon.

Q Why do several things happen to the land when I just click once?
A The other player may be working on the land in the same region. You can never tell where the enemy is since you can't see the other player's cursor.

Q How do I win a game?
A To win a game (conquer a world) you must destroy all of the enemy's walkers and settlements.

Q How do I stop my opponent from winning?
A By winning yourself. A useful technique is to keep the enemy busy long enough for you to build yourself up. Why not try a triple volcano?

Q Why do different sized buildings appear?
A The size of the building depends on the amount of flat land that surrounds it. The more flat, usable land there is, the larger the buildings.

Q How do I know how strong someone is?
A Use the shield to tell you roughly how strong someone is. See "Query" under *Command Icons* for details.

Q What does the skull do to me?
A The skull doesn't affect you in any way. It's the Evil player's papal magnet.

Q How can I get rid of the Skull?
A The skull only moves if the Evil player moves it, or if the Evil player's leader dies or is knighted. You can't do anything to it.

Q Why does the arrow marker by my Manna Bar go up so slowly? How can I improve its rate of increase?
A The more followers you have, the larger your manna source. You can increase your Manna by increasing your population. At first it's a slow process, but as you learn the best strategy for building and populating, you'll do better. Conserve manna by using it wisely. Don't repeatedly raise and lower the same chunk of terrain; it doesn't get you anywhere and it burns up your manna.

Q Why does my castle disappear when I knight my leader?
A When you create a knight, you take the leader and the building that he's currently in and turn them into the knight.

Q Do the types of landscape make any difference?

A Yes. Each landscape type affects the way the game plays. You need different tactics to beat your opponent on different landscapes.

Q What is the speckled area surrounding a settlement?
A This area holds your crops. The land that your building is on may interweave with the land your enemy's on. Larger buildings tend to take crop fields from smaller buildings.

Q How do I get the papal magnet in a building?
A Place the crosshair on the bottom corner of the building and click.

Q How do I talk to my modem opponent without exiting the game?
A Let your opponent know what you're doing by using the Send Message icon. See page 19 for details.

Q How do I restart a saved landscape in Two Player mode?
A Enter the Game Setup options and select **Two Players**. This puts the modem (if present) into command mode. If using a modem, re-establish connection by both players typing **AT01** in the Send Login box and pressing **Return**. Click on the **Use This Landscape** button to bring up the Load Game requester. Select the game that was originally loaded. Select the **Connect Me** button to restart that game.

Q Why has the game paused?
A Occasionally, the game freezes for no apparent reason in two player mode. There are five possible reasons why:

1. You've sent a message and your opponent hasn't selected **OK**.
2. Your opponent paused the game (your Pause icon will be lit up in this case).
3. Your opponent selected either the Game Setup icon or the Game Balance icon and might be making changes.
4. Data is becoming corrupt in Full Serial Checking mode and the computer is attempting to resend it. This could be caused by a bad line.
5. The modem was reset, or the carrier was lost due to a bad line.

Q I have a low speed modem. Is there any way of increasing the speed of the game?
A In the Startup Serial requester, select **Full Serial Checking** and it changes to "No Serial Checking." Both players must do this. Remember that turning off your serial checking increases your risk of getting corrupted data.

ICON AND KEY SUMMARY

These are all the icons you can select in Populous:

Direction and Object Icons:

Directions

Query

Divine Intervention Icons:

Raise and Lower Land

Place Papal Magnet

Earthquake

Swamp

Knight

Volcano

Flood

Armageddon

Influence Behavior Icons:

Go to Papal Magnet

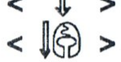
Settle

Gather then Settle

Fight then Settle

Zoom Icons:

Zoom to Leader or Papal Magnet


Zoom to Knight or Settlements

Zoom to Battle

Zoom to Shield

Game Control Icons:

Sound Effects

Music

Pause

Game Setup

Game Balance

Send Message

TECHNICAL SUPPORT

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Electronic Arts Technical Support
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San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
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- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

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Customer Service
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San Mateo, CA 94403-7578

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